## NOTICE OF POSSIBLE COUNCIL QUORUM OF THE BUCKEYE TOWN COUNCIL:

In accordance with Title 38, Chapter 3, Article 3.1, Arizona Revised Statutes, a majority of the Town Council may attend the regular meeting of the Buckeye Community Planning and Development Board scheduled for Tuesday, August 8, 2006. Council members may participate in the discussion of any item on the agenda.

## TOWN OF BUCKEYE COMMUNITY PLANNING AND DEVELOPMENT BOARD TOWN COUNCIL CHAMBERS 100 NORTH APACHE ROAD / BUCKEYE, ARIZONA 85326

## REGULAR MEETING AGENDA August 8, 2006 7:00 P.M.

Accessibility for all persons with disabilities will be provided upon request. Please telephone your accommodation request (623.386.8299) seventy-two (72) hours in advance if you need a sign language interpreter or alternate material for visual or hearing impairments.

1.	CALL TO ORDER								
2.	ROLL CALL								
NAPOLITANO Chairman		ZWERG Vice Chairman	KEMPIAK	HAWLEY	JIME	ENEZ	WRUBLIK	RICHARDSON	
STAFFORD (Alternate)		MECK (Alternate)						J	
3.	APPROVAL OF MINUTES FROM JULY 25, 2006 REGULAR MEETING Action required: Motion								
4.	APPROVAL OF MINUTES FROM JULY 25, 2006 WORKSHOP Action required: Motion								
5.	NEW BUSINESS:								
5A.	Subject: A06-13 Buckeye Crossings Annexation						Project Coordinator: Jeff Conkle		
	To approve the annexation of 5.14± acres from Maricopa County to the Town of Buckeye, generally located north of MC85 approximately one half (1/2) mile east of Apache Road. <i>Action Required: Discussion and motion</i>								
5B.	Subject: A06-14 Tartesso Trait Parcel			Project Coordinator: Alan Como					
	To approve the annexation of additional 158± acres from Maricopa County to the Town of Buckeye, and within the Tartesso Master Planned Community, generally located southwest of Thomas Road and the 303 <sup>rd</sup> Avenue alignment.								
Action Red		quired: Discussi	ired: Discussion and motion						

5C.	Subject: RZ05-36 Cornell Property Rezoning	Project Coordinator: Adam Zaklikowski				
	To approve the rezoning of four (4) parcels totaling approximately					
	nineteen (19) acres from Rural Residential (RR) to Commercial Center (CC), located north of Yuma Road, south of Interstate 10,					
	east of the 389 <sup>th</sup> Avenue alignment and west of Johnson Road.					
	Action Required: Public Hearing, discussion and motion					
	Action Required. Fublic Hearing, discussion and motion					
5D.	Subject: RZ06-05 SVP Assemblage	Project Coordinator: Alan Como				
	To approve the rezoning of approximately 27.6± acres from Rural					
	Residential (RR) to General Commerce (GC), located along the					
	west side of Sun Valley Parkway, between McDowell Road and					
	Roosevelt Street.					
	Action Required: Public Hearing, discussion and motion					
5E.	Subject: RZ06-06 SVP Assemblage	Project Coordinator: Alan Como				
	To approve the rezoning of 28.9± acres from Rural Residential					
	(RR) to General Commerce (GC), located along the west side of					
	Sun Valley Parkway, between Washington Street and Roosevelt					
	Street.					
	Action Required: Public Hearing, discussion and motion					
5F.	Subject: SP06-02 Madera Commons	Project Coordinator: Quinn Newton				
	To approve the site plan for a 10± acre commercial corner located					
	at the northwest corner of Watson Road and Broadway Road.					
	Action required: Public Hearing, discussion and motion.					
5G.	Subject: SP06-36 Northeast Buckeye Pumping Station	Project Coordinator: Quinn Newton				
	To approve the site plan for 1± acre pumping station located					
	approximately ¼ mile east of the Tuthill Road alignment, along the					
	north side of Yuma Road.					
	Action Required: Public Hearing, discussion and motion.					
6.	COMMENTS FROM THE PUBLIC					
	Members of the audience may comment on non-agenda items.					
	Action required: NONE					
	State Open Meetings Law does not permit the Board to discuss items not specifically on the agenda					
7.	COMMENTS FROM THE DEVELOPMENT BOARD					
8.	REPORT FROM STAFF					
	Community Development Director's Monthly Report					
9.	ADJOURNMENT					
	Action required: Motion					